

REMARKS

Applicant makes this amendment in response to the final Office Action of June 25, 2004. Therein, claims 1 and 4-12 are pending, of which claims 1, 10, 11, and 12 are independent claims.

By the foregoing all independent claims are amended.

Claim 11 is objected to for an informality. Applicant has amended the claim as suggested by the Examiner.

Some claims are amended to more clearly define the subject invention. No new matter has been added.

Turning now to the rejections, the present invention relates to display control techniques that render at least video games more exciting by providing substantially infinite stages of the game. This is accomplished by creating variety in a minute amount of time based on an image which may be resident in the game or from a source. A first partial image is extracted from that complete image altering the complete image into a modified image. As now claimed by all independent claims and more clear, the first partial image includes at least one portion of an object. Also as now claimed, a contour is extracted of the at least one portion of a display object. A visual effect is added to the extracted contour to form a game piece, which is then displayed moving motion with the modified image. Support for the amendment may be found at least at page 8, line 7 to page 11, line 23, and more specifically at least at page 9, line 14 to page 10, line 4 of the specification as filed, and in the specification and claims as a whole.

Claims 1, 4-6, and 10-12 stand rejected under 35 U.S.C. §102(b) as being anticipated by U.S. Patent No. 5,553,864 to Sitrick (hereinafter Sitrick). Pursuant to the amendment, Sitrick does not teach or suggest the step of extracting a contour from a portion of a display object in an extracted image.

Sitrick teaches the use of images or portions of images in a game structure, or more specifically as the noted by the Examiner, Sitrick teaches the use of sub-image functions or separable

10/039,747
11:88830 01


portions of an image; for example, arms, torso ear, hand. Col 7, lines 39-50. A careful reading of Sitrick makes it clear that Sitrick fails to appreciate that the contour of at least one portion of a display object in the image may be utilized to form a game piece. For example, Sitrick discloses that visual images may be used to insert the user in the game through "user visual images." Col. 11, lines 14-26. Therein, Sitrick uses at least multiple aspects of an image, rather than the contour of an image or of a display object of the extracted image.

Dependent claims 7-9 stand rejected under 35 U.S.C. §103(a) as being unpatentable over Sitrick as applied to claims 1 and 6 and in view of U.S. Patent No. 6,361,438 to Morhira (hereinafter Morhira). Having overcome the rejection of the independent claim, namely claim 1, these and all dependent claims are allowable for at least the same reason or reasons as those given for the independent claim from which they depend.

An earnest effort has been made to be fully responsive to the Examiner's objections. In view of the above amendments and remarks, it is believed that claims 1 and 4-12, consisting of independent claims 1 and 10-12 and the claims dependent therefrom, are in condition for allowance. Passage of this case to allowance is earnestly solicited. However, if for any reason the Examiner should consider this application not to be in condition for allowance, the Examiner is respectfully requested to telephone the undersigned attorney at the number listed below prior to issuing a further Action.

Any fee due with this paper may be charged on Deposit Account 50-1290.

Respectfully submitted,


Hassan A. Shakir
Reg. No. 53922
212.94.6489

CUSTOMER NUMBER 026304

DOCKET NO.: SCEY 19.165 (100809-00086)

10/039.747
11188830.01

6